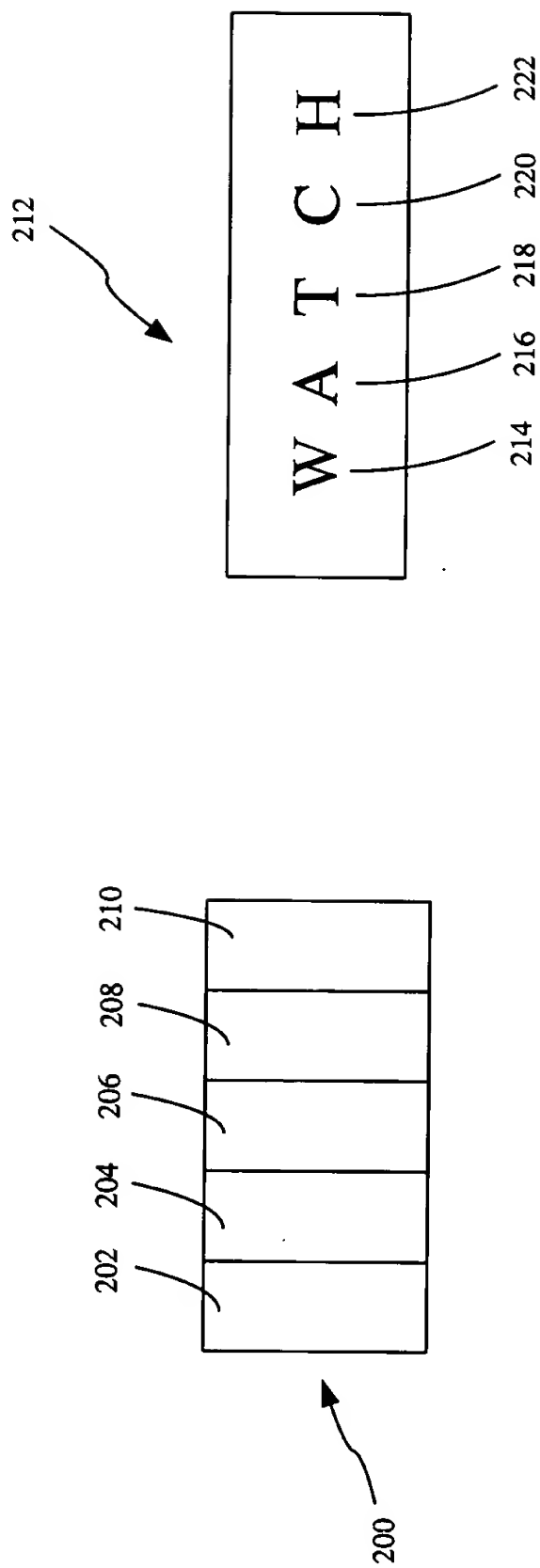


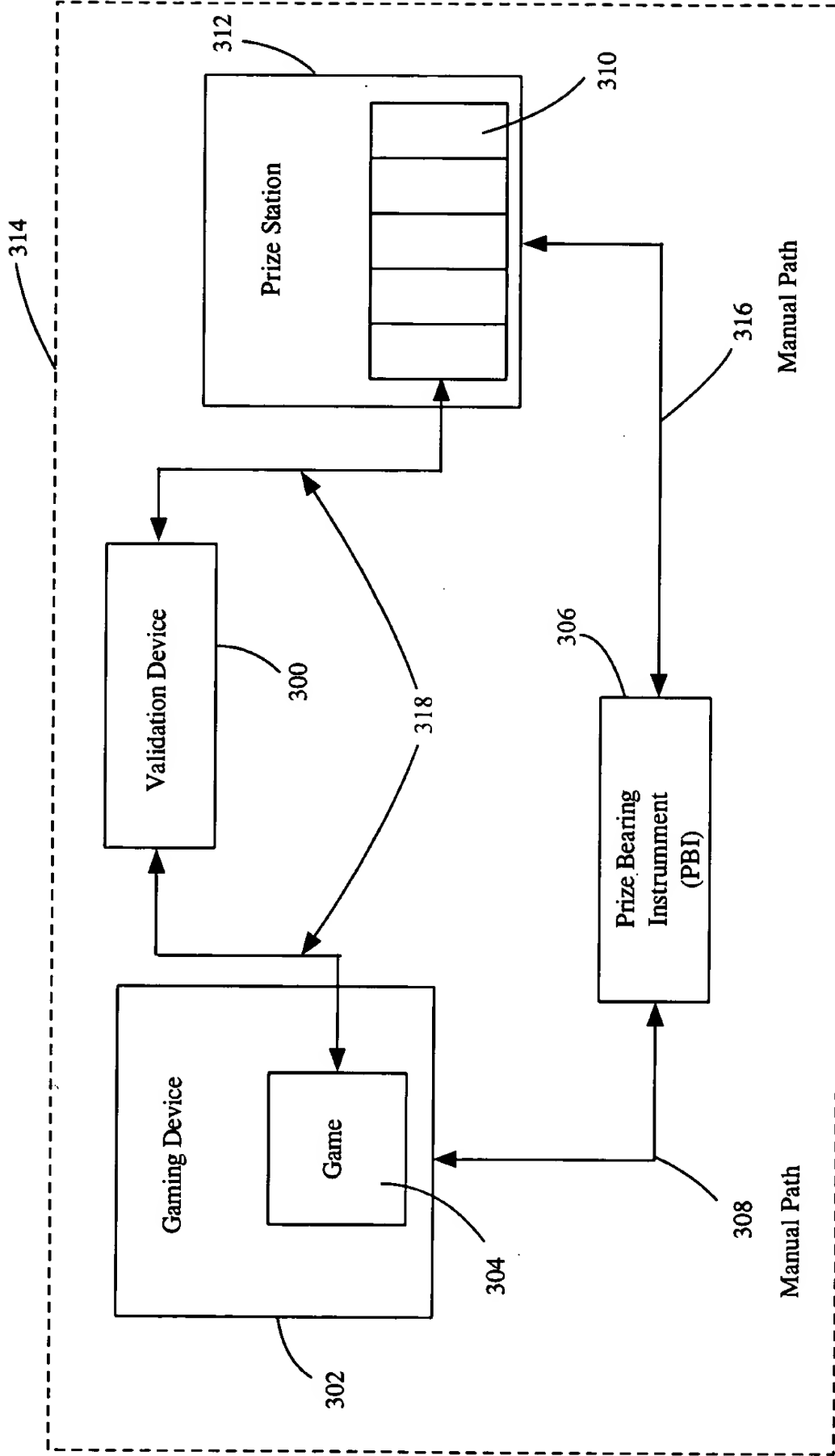
Example Award  
Credit System

Fig.1



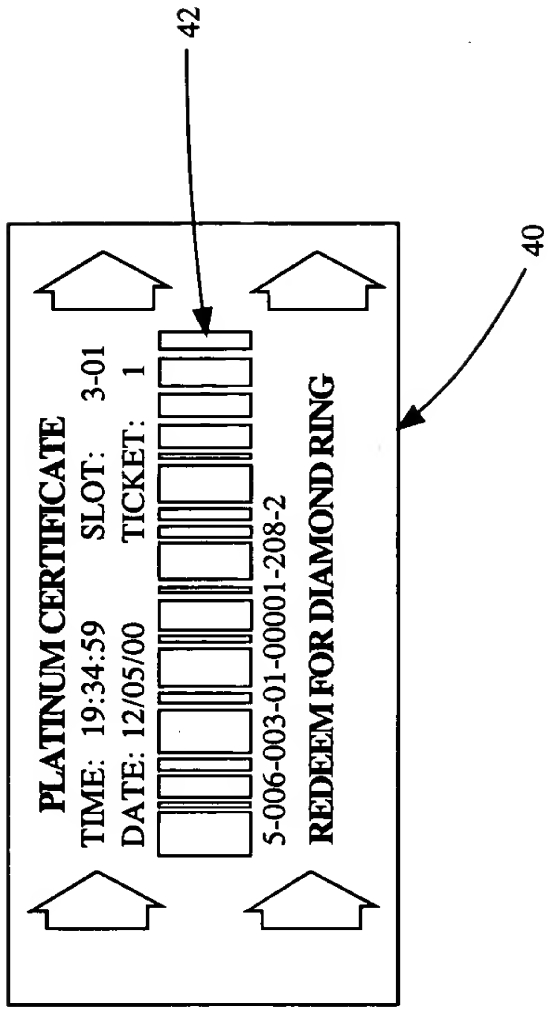
# Meta - Games According To The Present Invention

Fig. 2



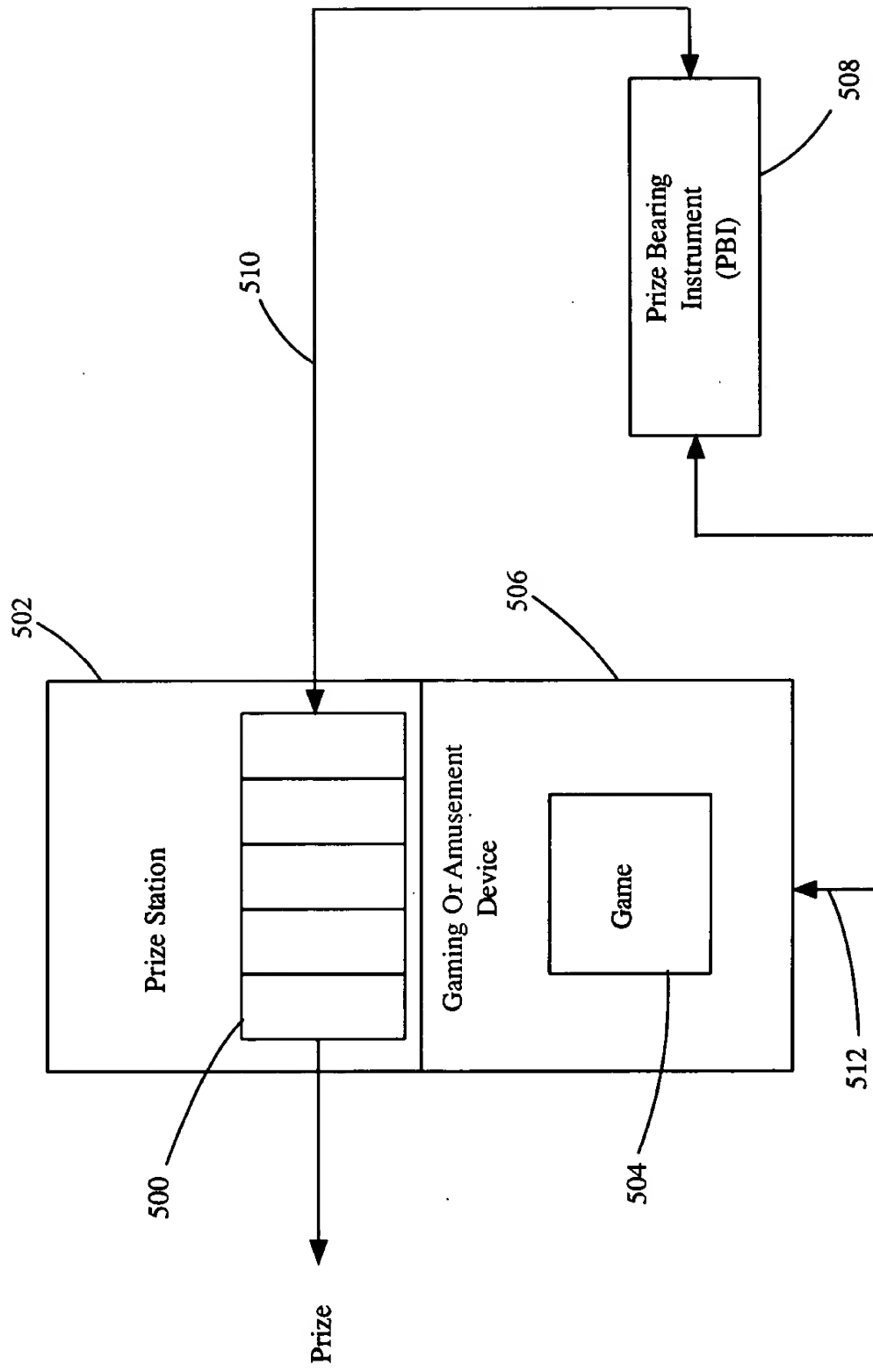
Award Credit Accounting  
With Back End Validation Device

Fig.3



Example Voucher

Fig.4



Gaming Device and Prize Station  
On One Physical Machine

Fig.5

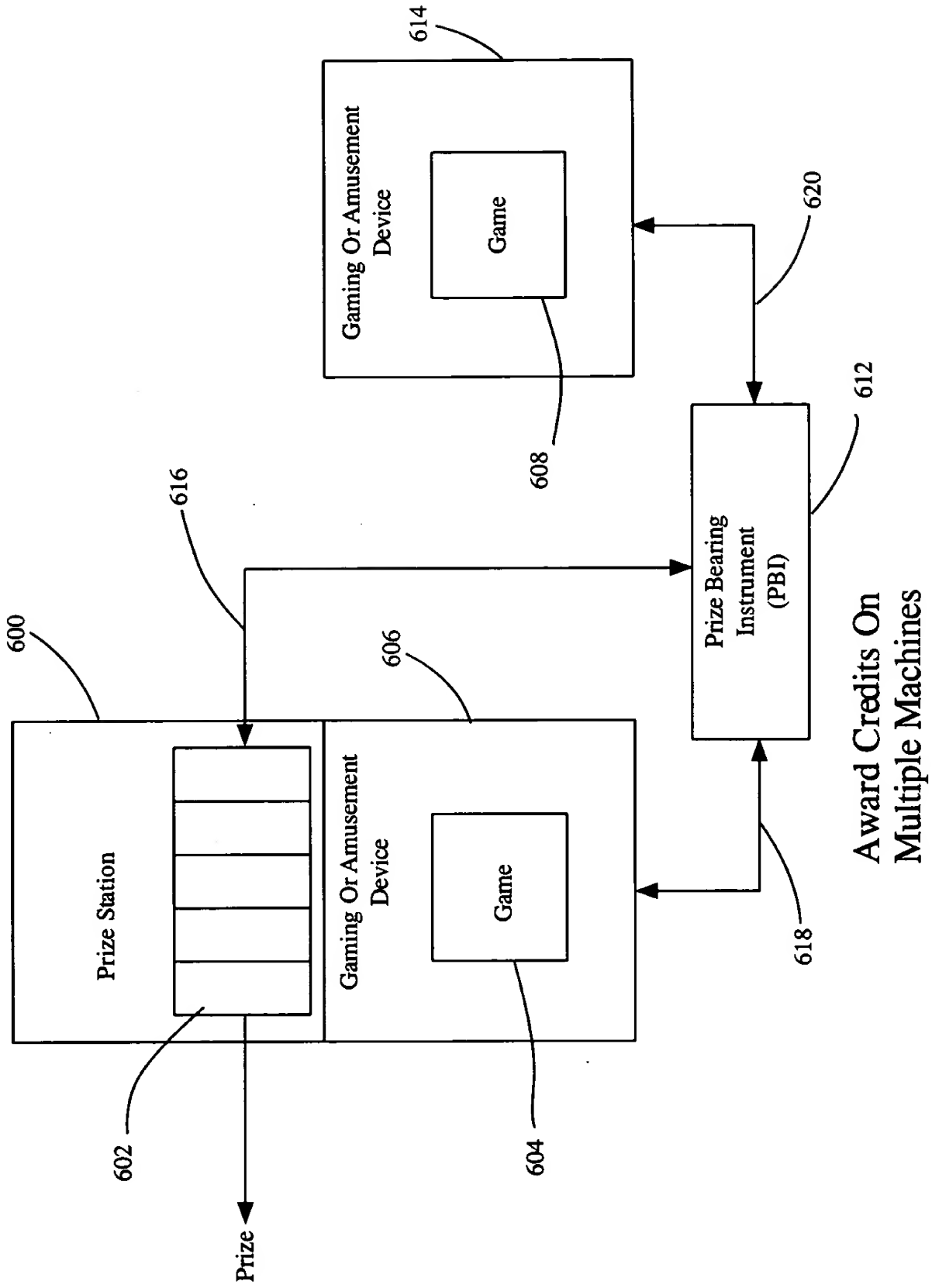
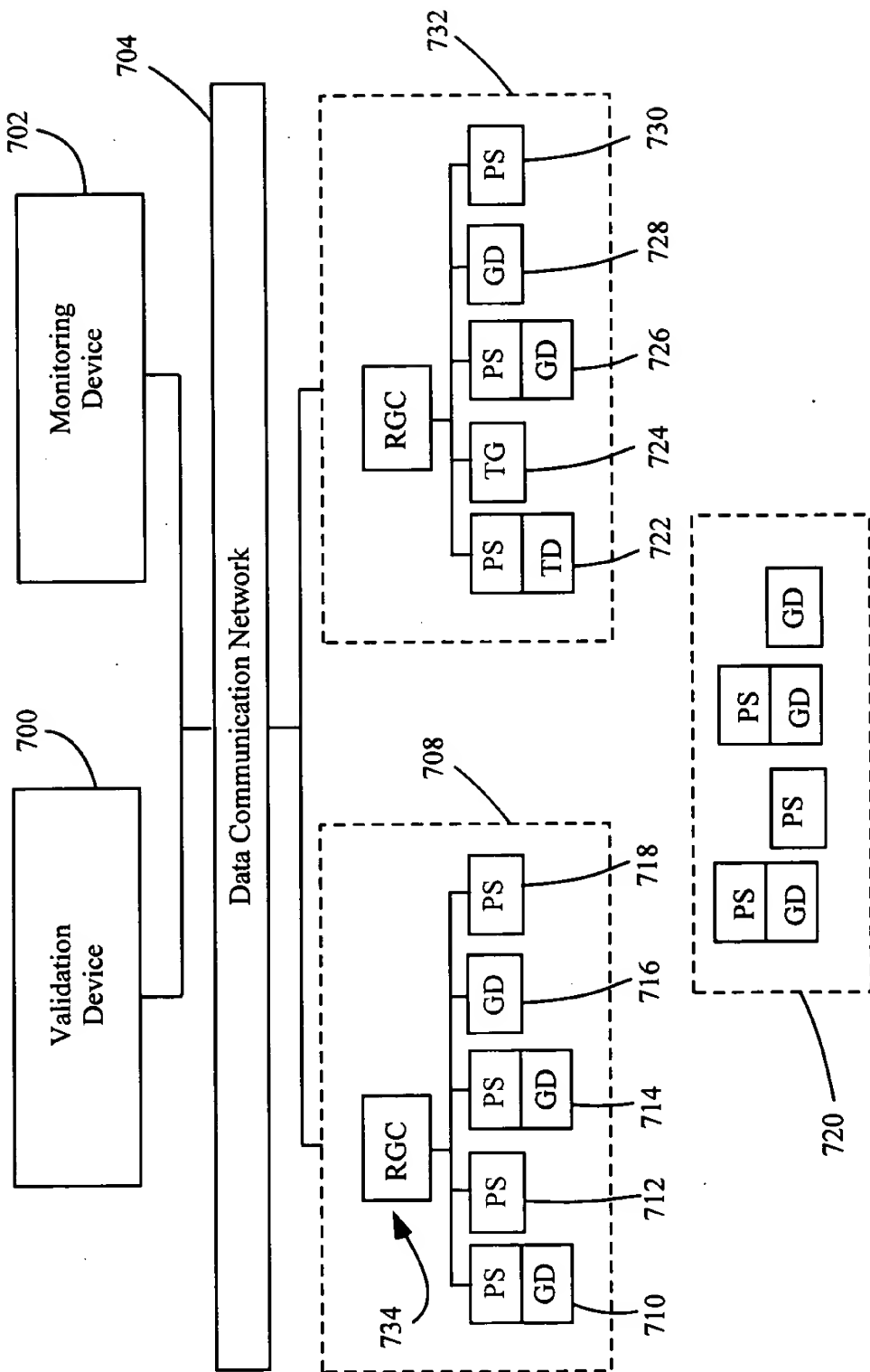
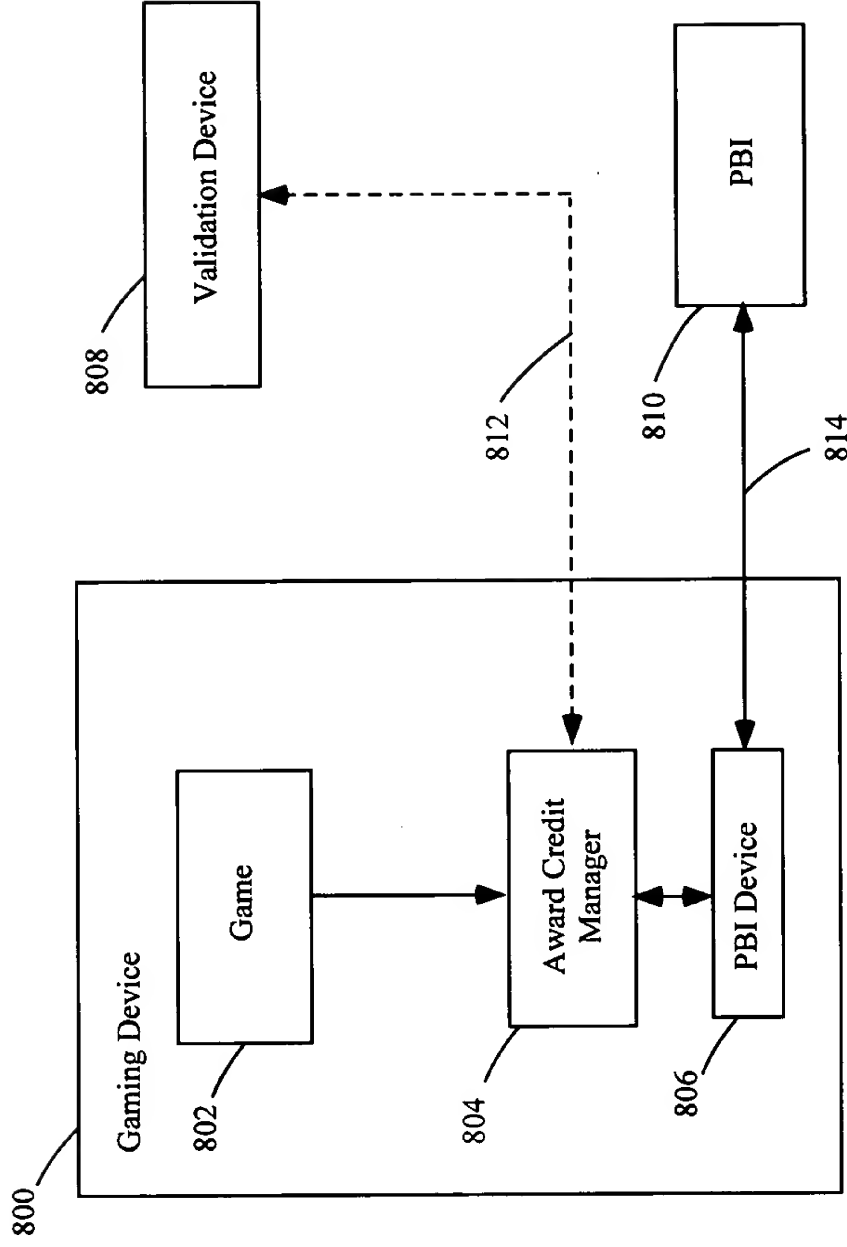


Fig.6



Award Credits in a Network Environment

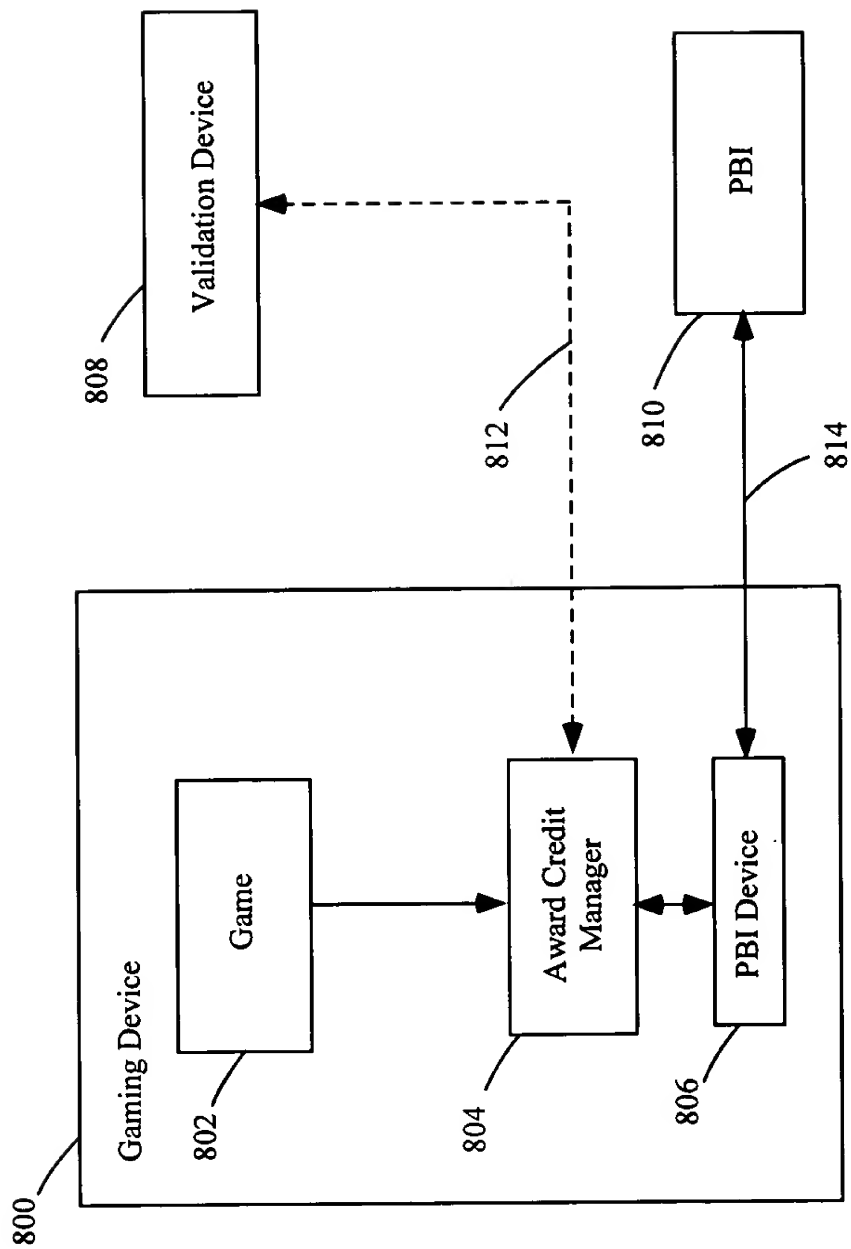
Fig.7



Gaming Device Details

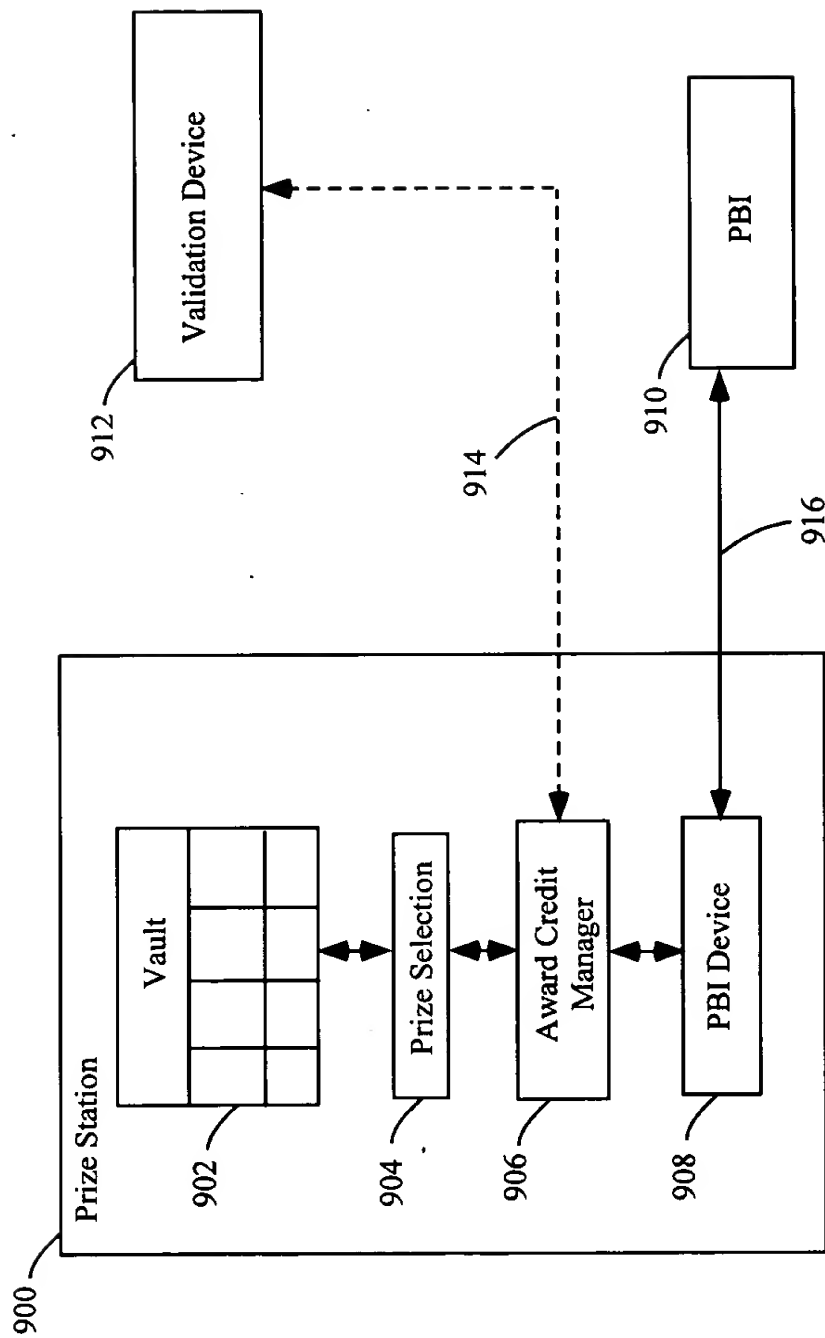
Fig. 8





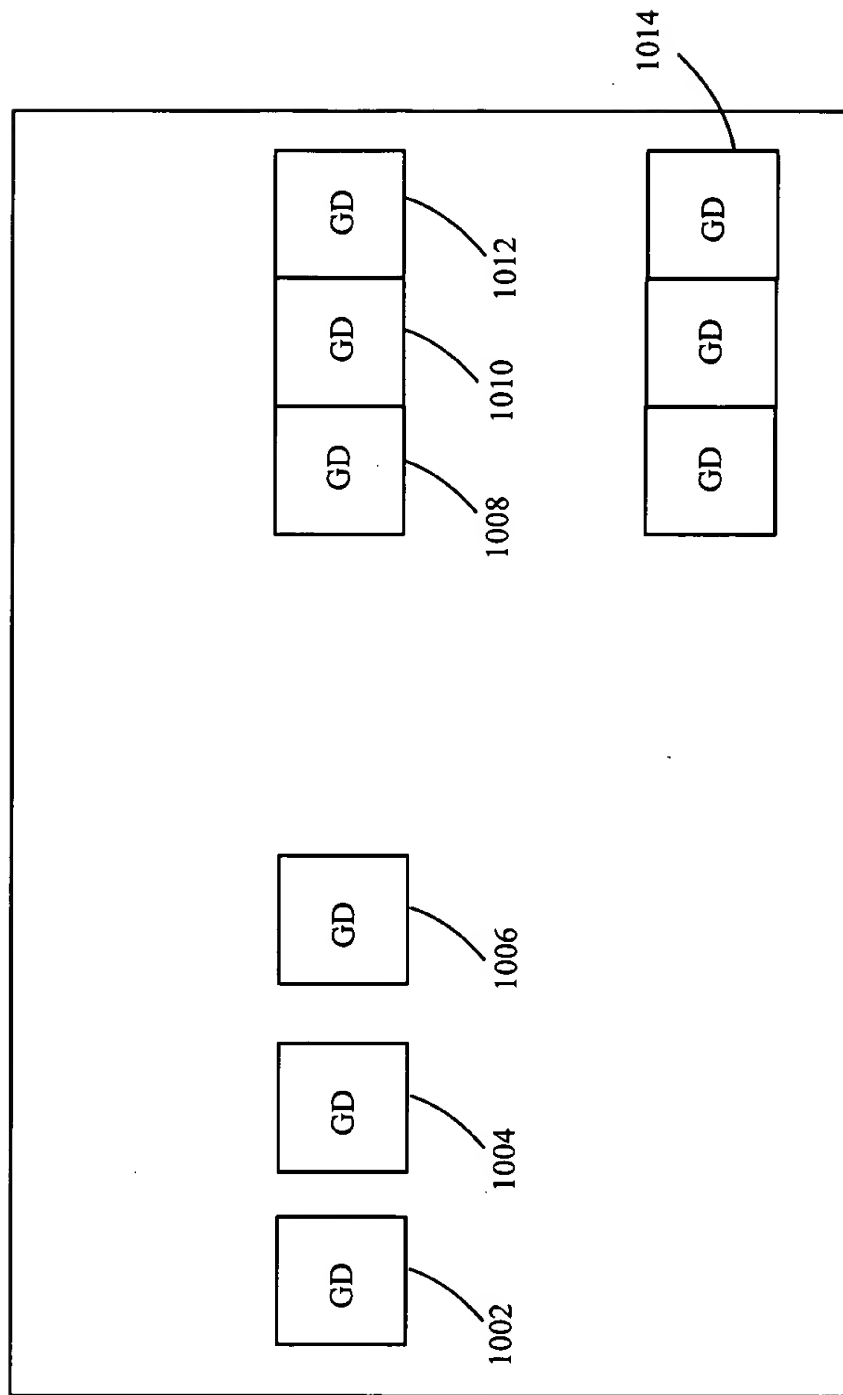
Gaming Device Details

Fig. 8



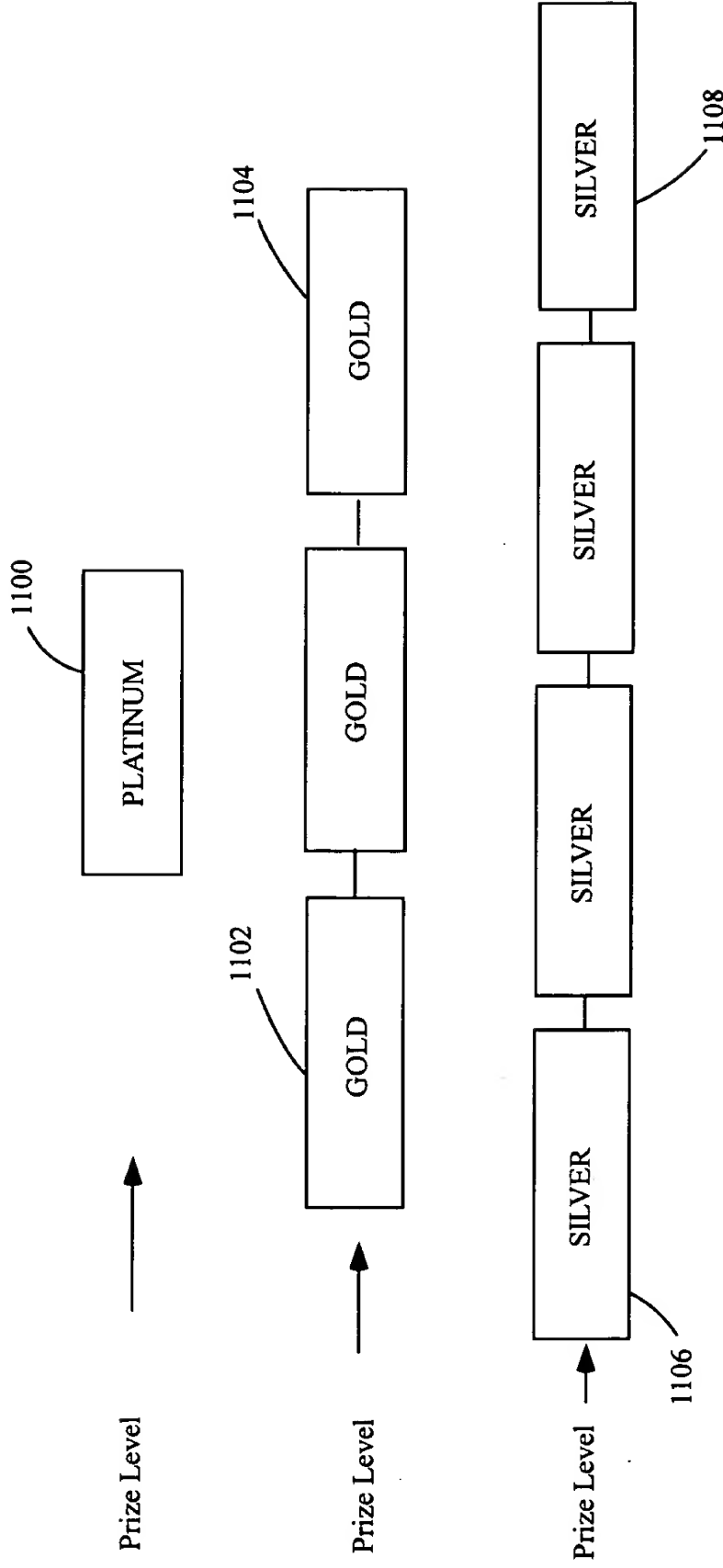
Prize Station Device Details

Fig.9



Further Meta-Game Examples

Fig.10

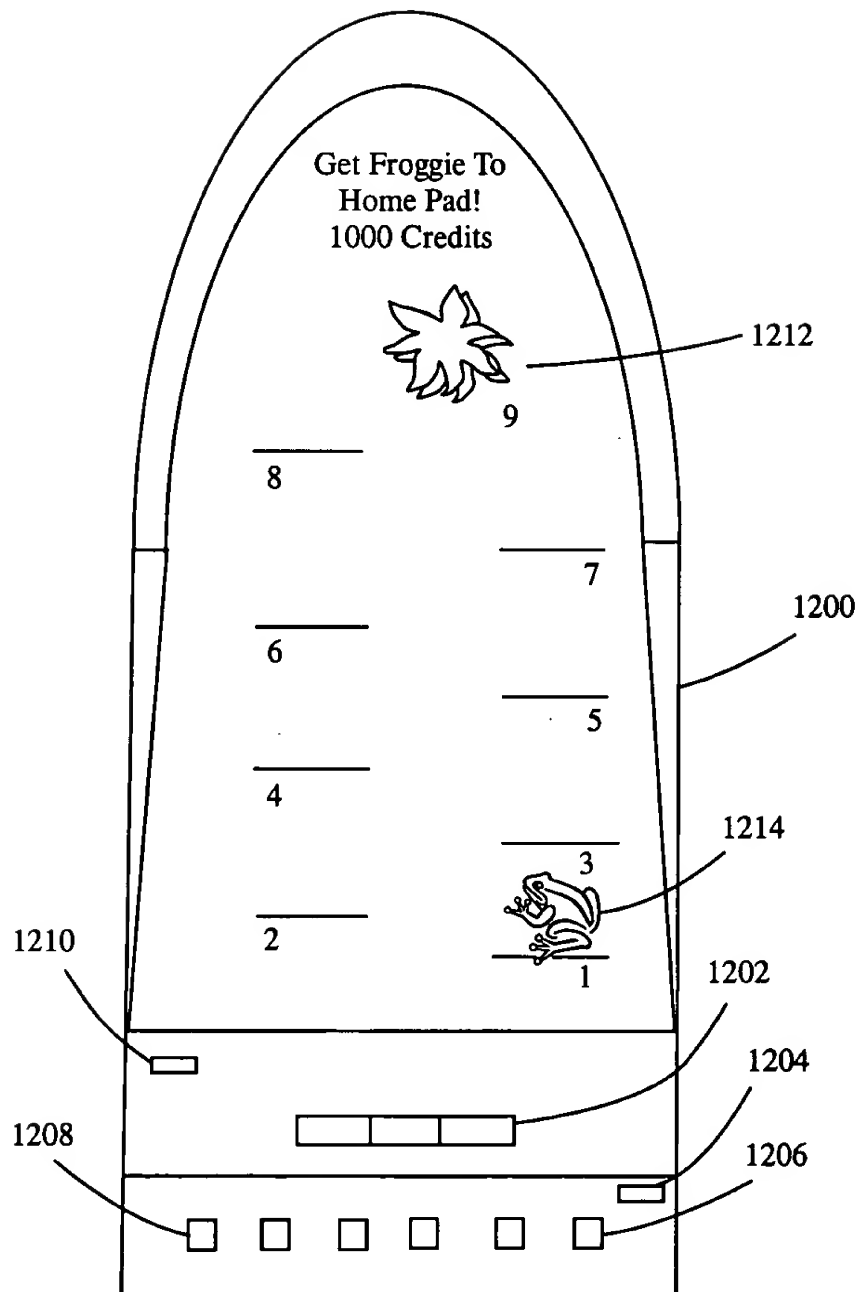


The value of a prize at any level is deemed to be one-half the value of the prizes one level above itself and twice the value of the prizes on level below itself.

Hierarchical Prize Levels

Fig. 11

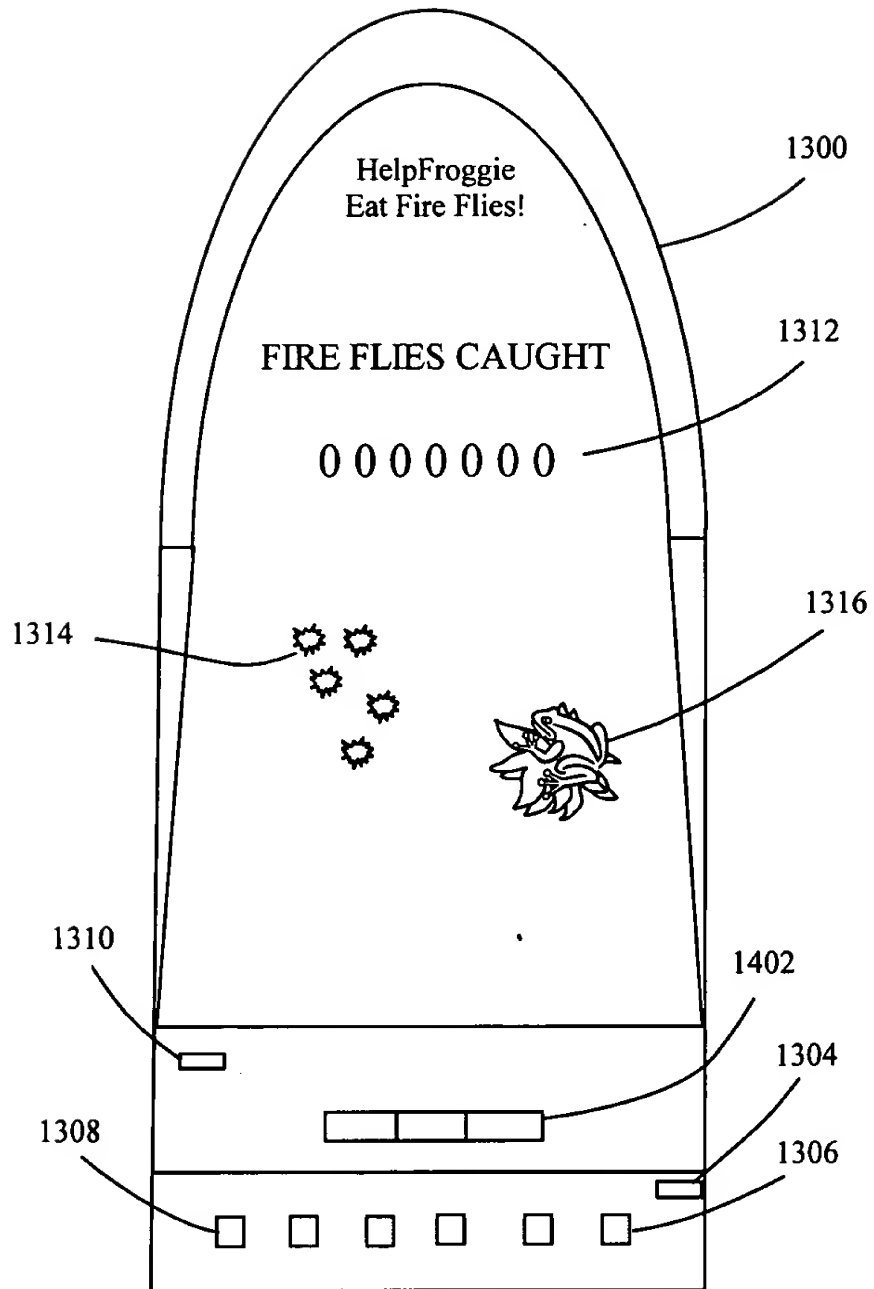
0078816-040001



Game State Saving Game  
With Credits

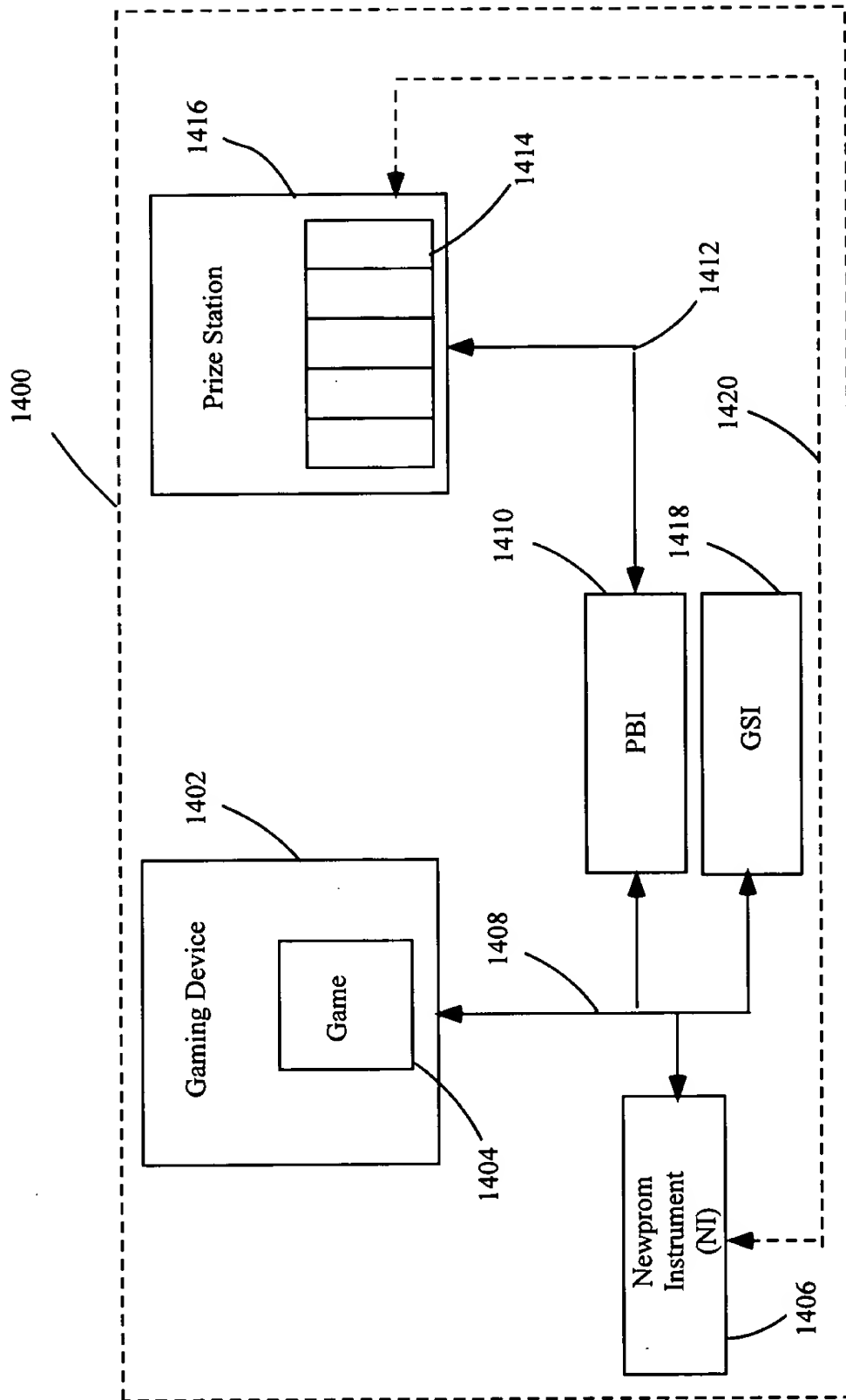
Fig.12

097816.04001  
T00240"ESTBZ60



Game State Saving Game  
With Skill Points

Fig.13



Example Award Credit, Game State, and Promotional Credit System

Fig. 14

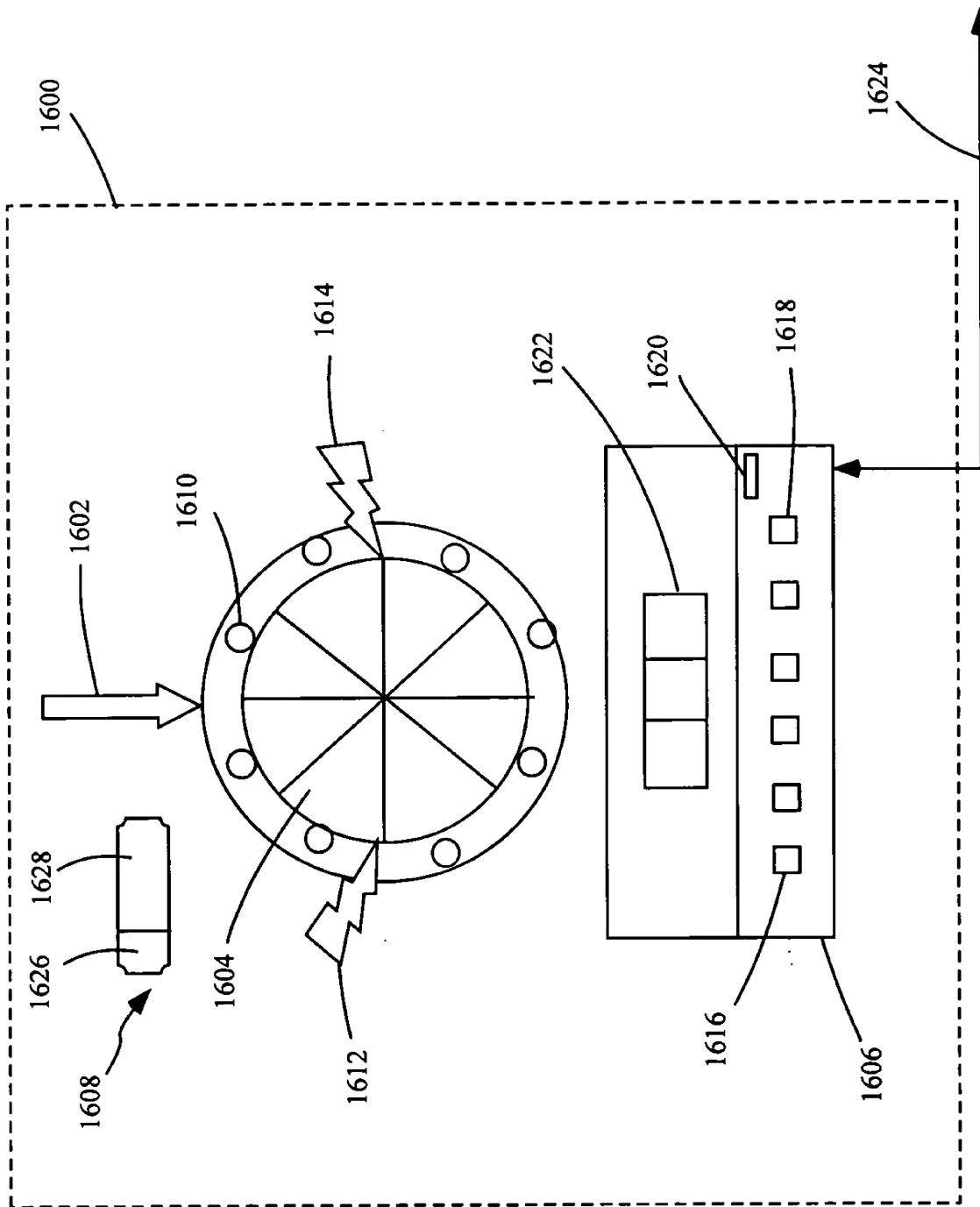
## Example Elements Used to Determine Promotional Credit Issuance

| Generally Applicable Elements | Simplified Example of Element States Used with Enhanced Wheel of Fortune™ Gaming Devices               |
|-------------------------------|--|
| 1 Time Restrictions           | 1 Time Restrictions: 5 States<br>(Minutes, Hours, Days, Weeks, Months)                                 |
| 2 Location Restrictions       | 2 Location Restrictions: 1 State<br>(Single Issuing Establishment)                                     |
| 3 Gaming Device Restrictions  | 3 Gaming Device Restrictions: 1 State<br>(Applicable Only to Enhance Wheel of Fortune™ gaming devices) |
| 4 Game Play Enhancements      | 4 Game Play Enhancements: 2 States<br>(Additional Active Pointers, Jackpot Window)                     |
| 5 Award Level Enhancements    | 5 Award Level Enhancements: 1 State<br>(Peripheral Indicia)  |
| 6 Triggering Events           | 6 Triggering Events: 2 States<br>(Time Played, Amount Spent)   |
| 7 Distribution Means          | 7 Distribution Means: 3 States<br>(At Gaming Device, Targeted Mailings, Mass Local Mailings)           |

Fig.15-A

Fig.15-B

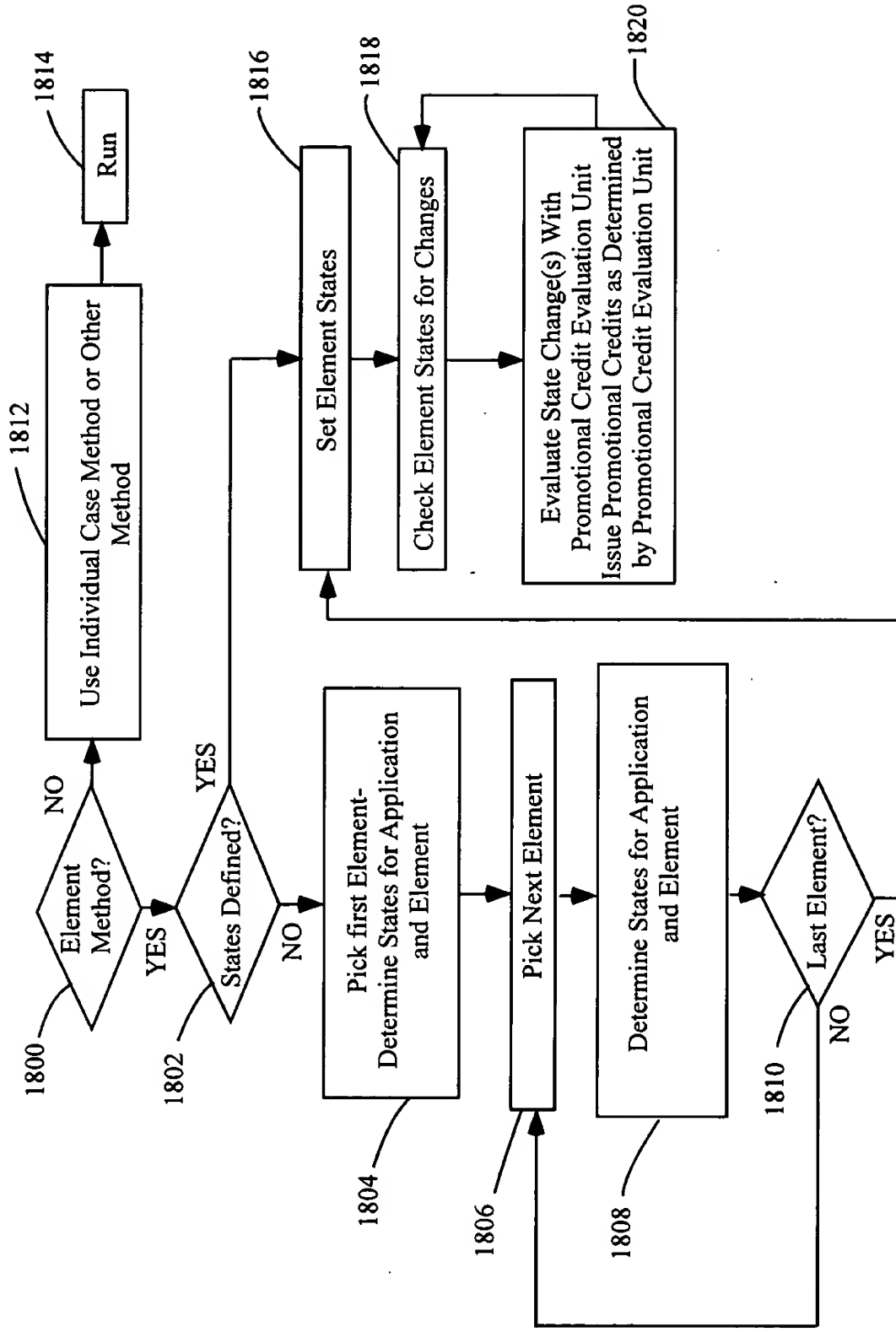




Enhanced Wheel of Fortune™ Game

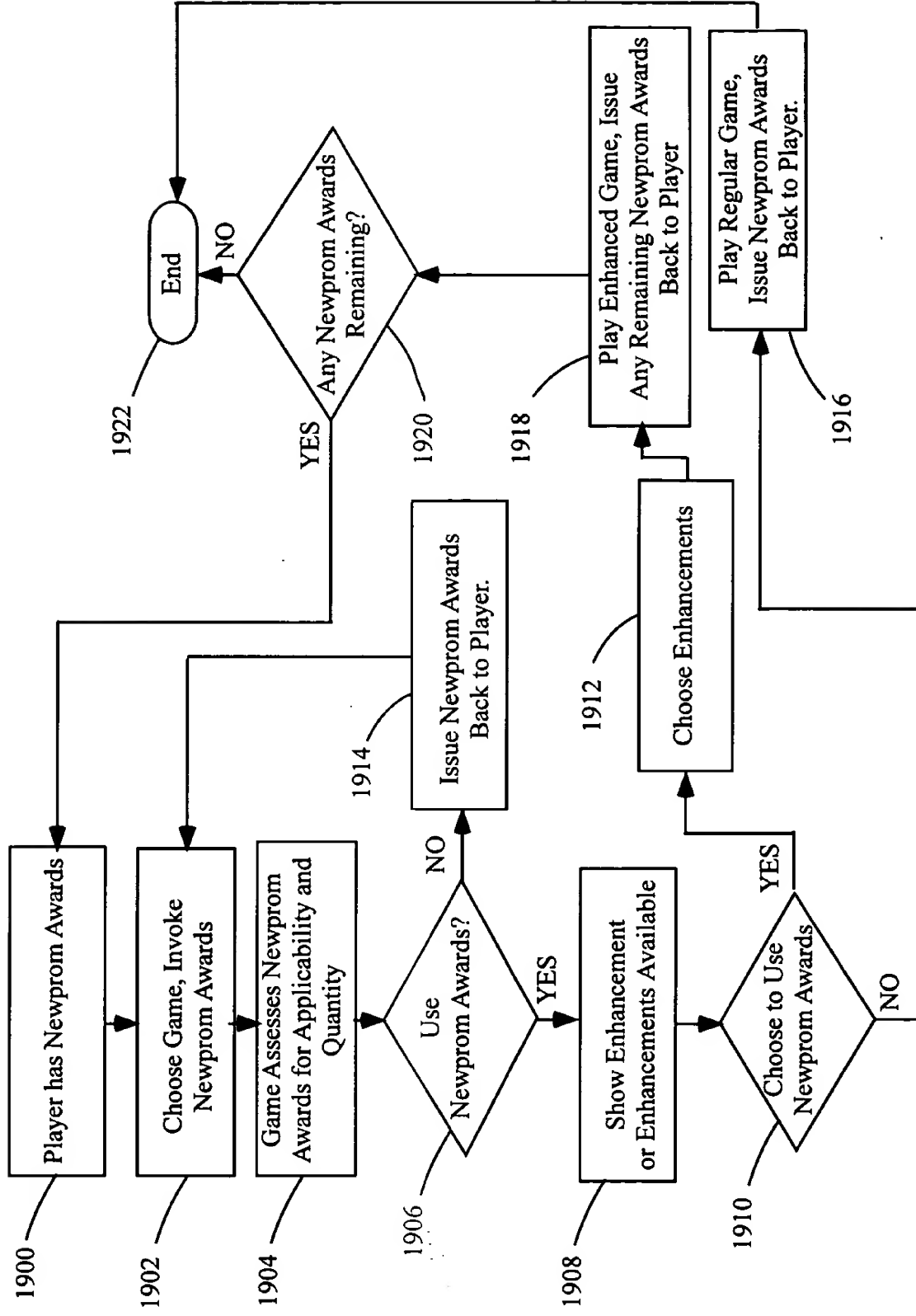
Fig. 16





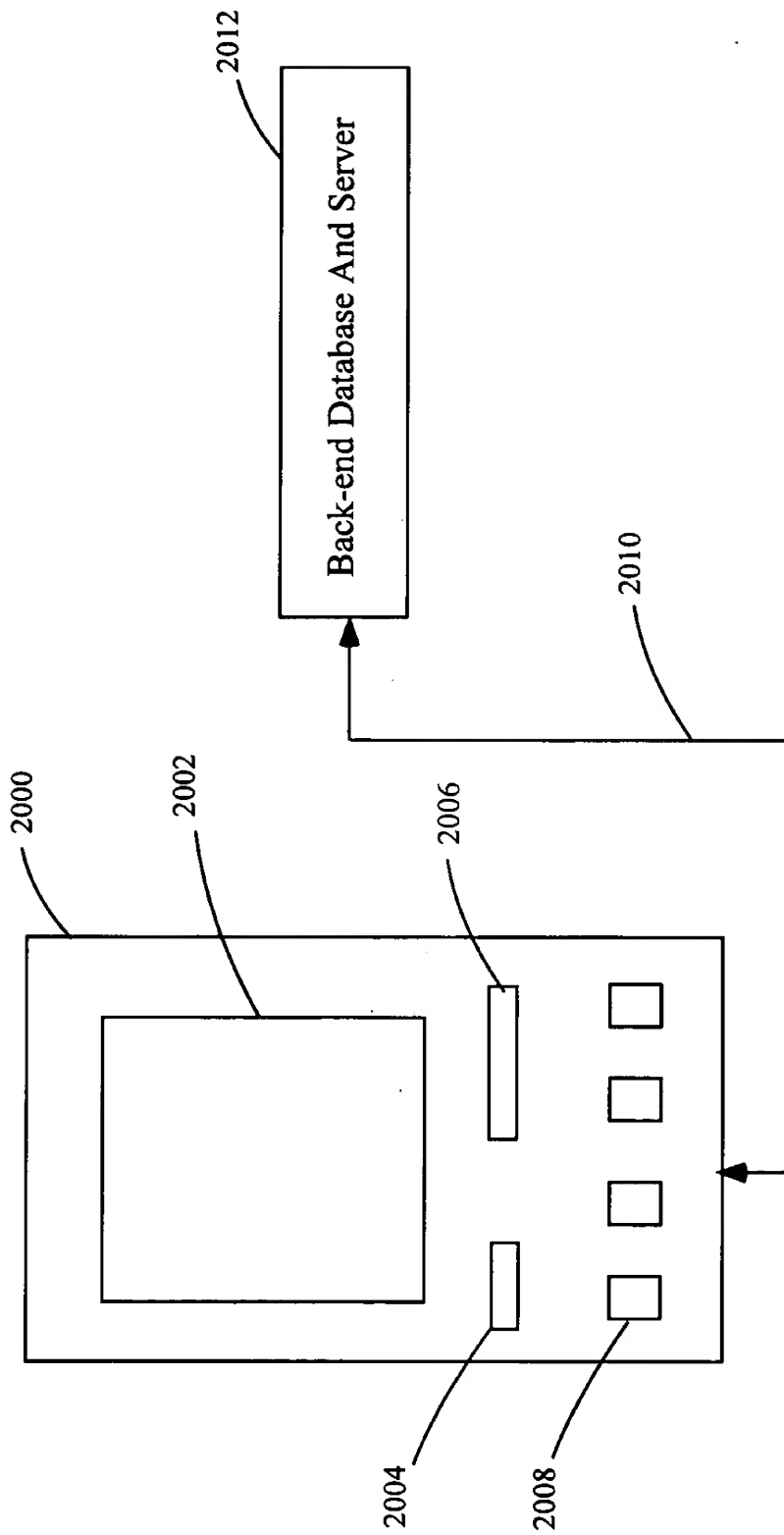
Method of Determining Promotion Awards (Newprom Awards)

Fig.18



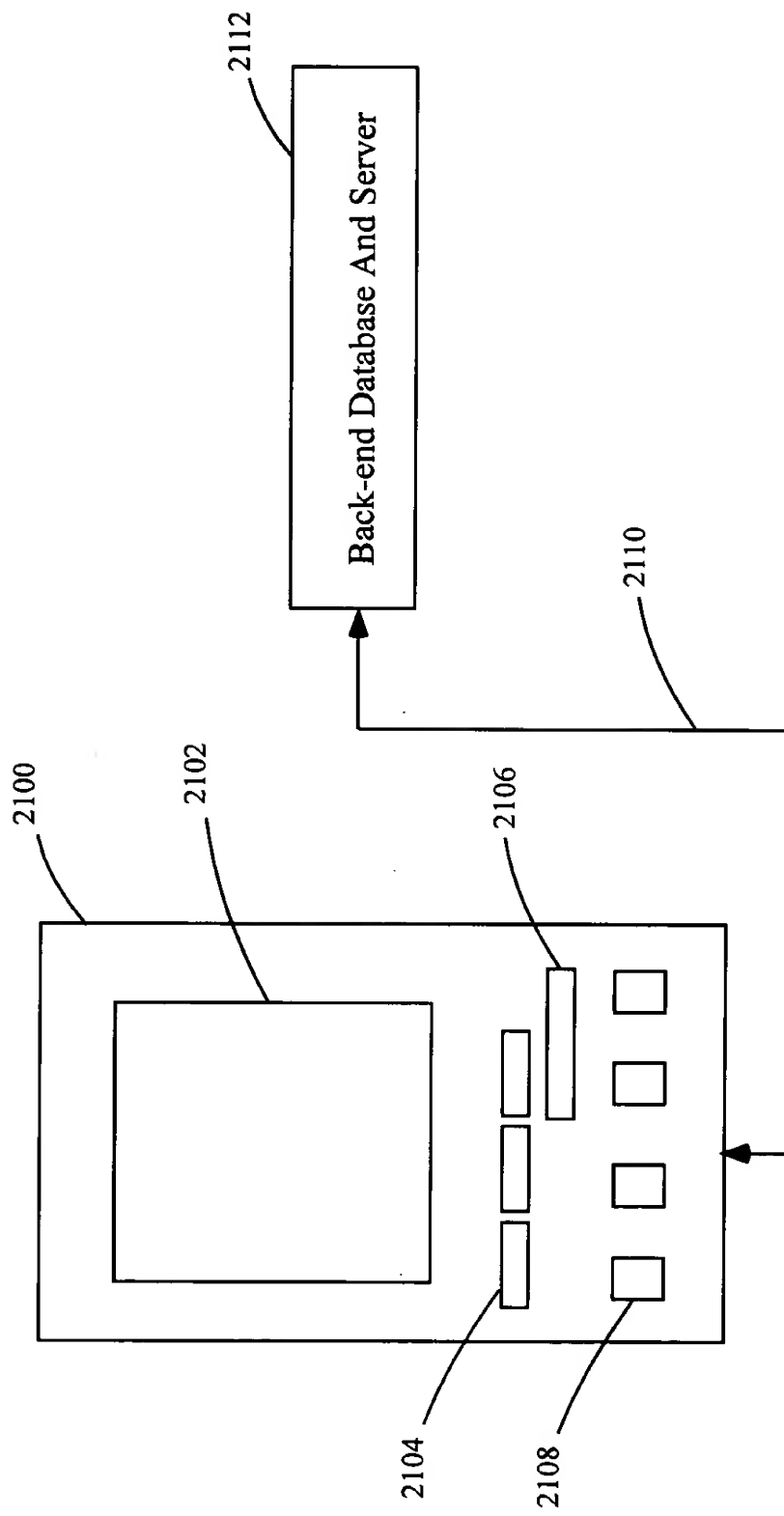
Method of Using Newprom Awards

Fig. 19



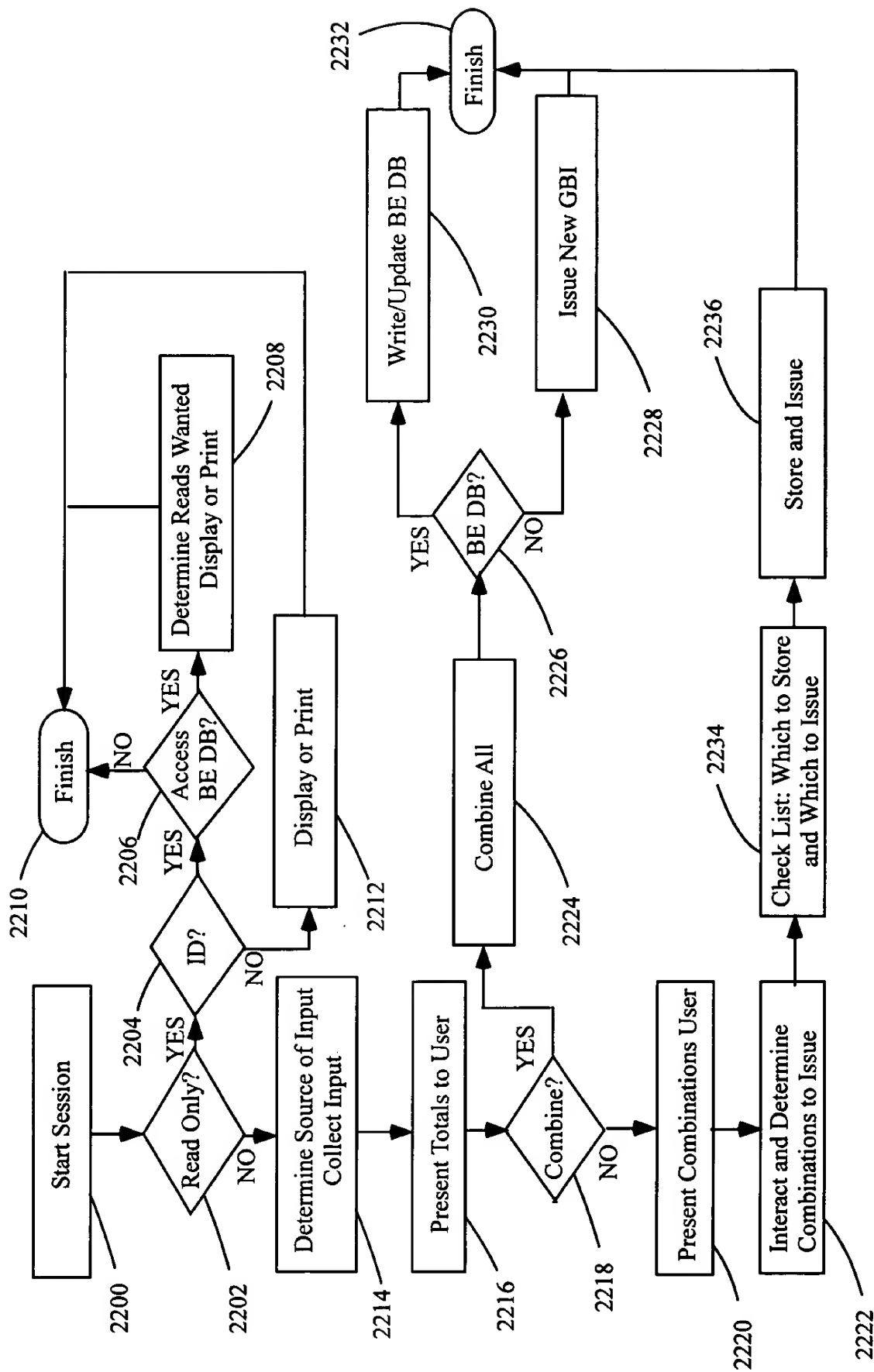
Promotional Credit Status Device

Fig. 20

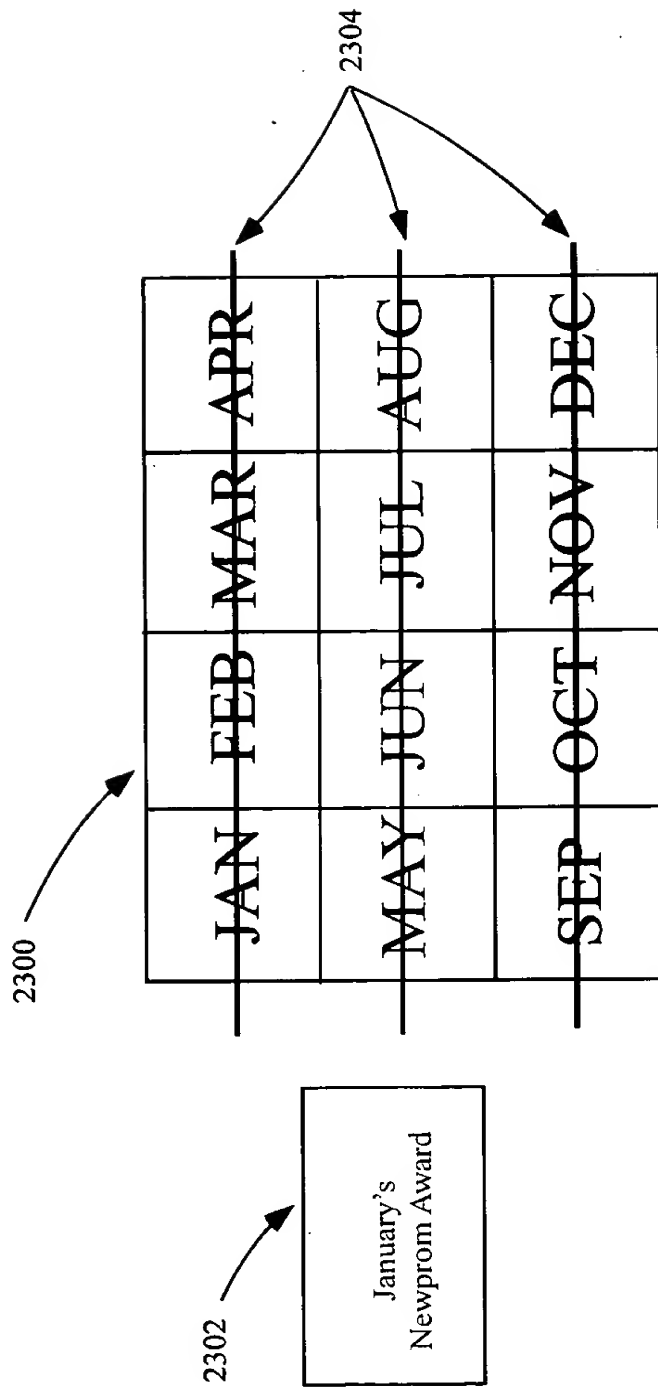


General Bearer Instrument (GBI) Service Station

Fig. 21



Example Use of GBI Service Station



Example Newprom Game

Fig.23